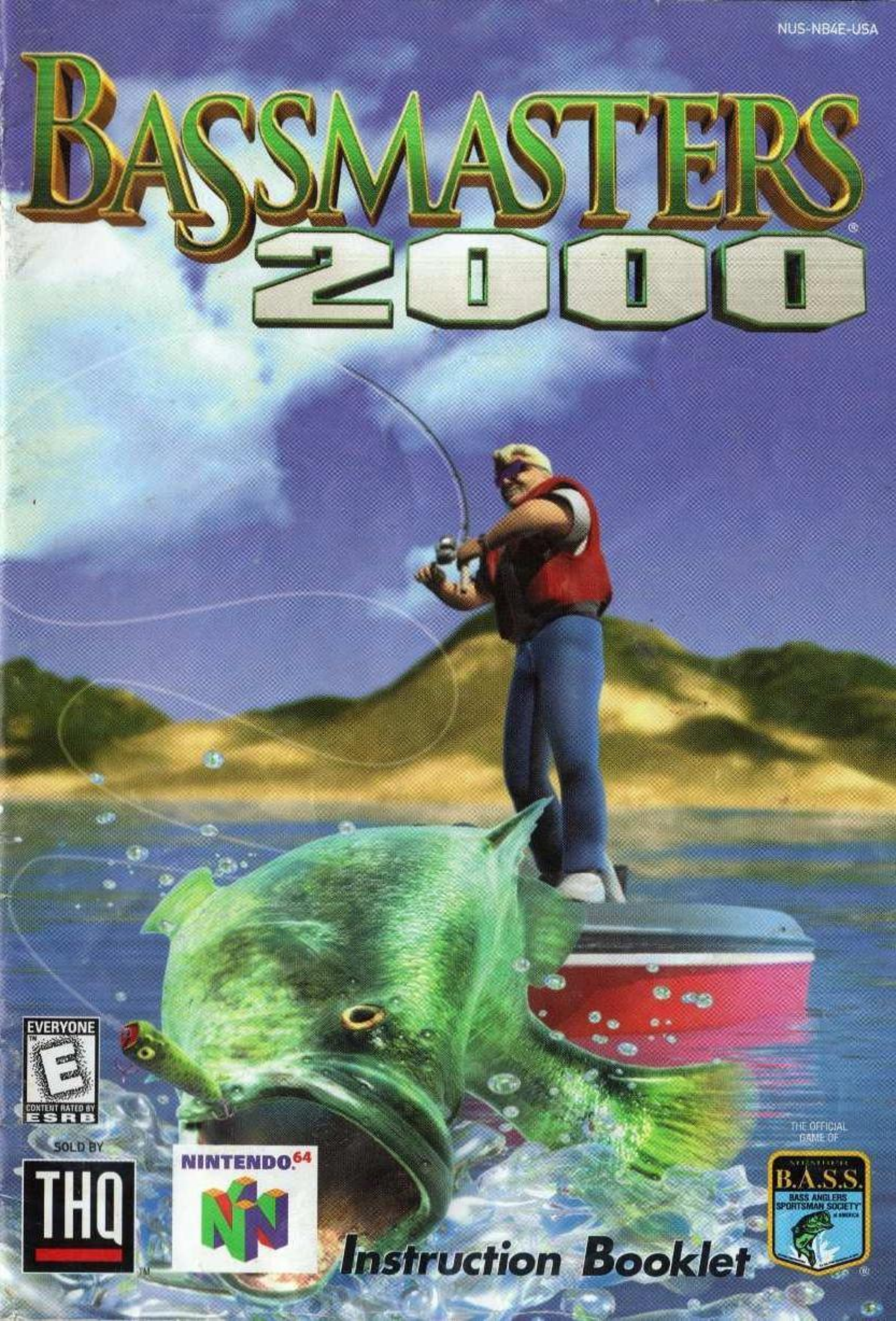

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BASSMASTERS®
2000
EVERYONE
E
CONTENT RATED BY
ESRB
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NINTENDO64
Instruction Booklet
THE OFFICIAL GAME OF
B.A.S.S.
BASS ANGLERS SPORTSMAN SOCIETY®

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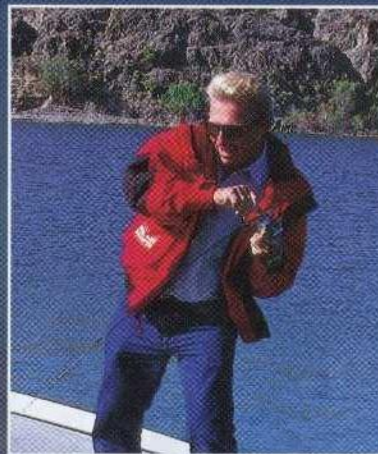
Introduction

BASSMASTERS 2000®

Welcome to **BASSMASTERS® 2000**! The best bass fishing game for the Nintendo 64, **BASSMASTERS 2000** combines the realism of B.A.S.S. tournament fishing with arcade angling fun for all ages. **BASSMASTERS 2000** features everything that fans of the series love – real B.A.S.S. anglers and tournaments, beautiful 3D lakes from the BASSMASTER Tournament Trail, underwater views and unsurpassed realism in environments and fish behavior. So put your seatbelts on, and let's go fishing!

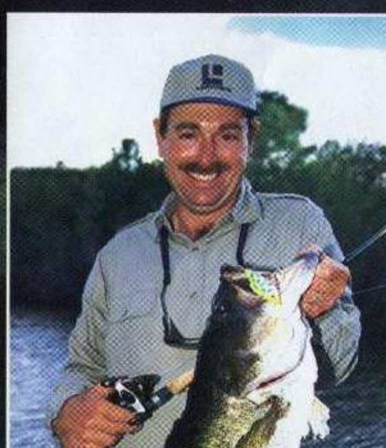
The Pros

Roland Martin



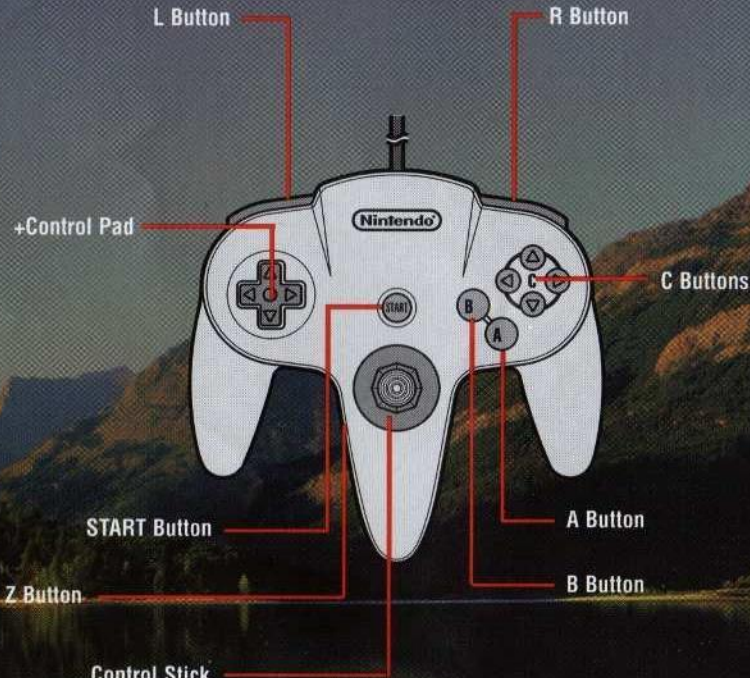
Having won more tournaments (19) than any of his peers in the sport, nine Angler of the Year awards, and 21 appearances in the BASS Masters Classic, Roland Martin's name has become almost synonymous with BASSMASTER tournament success. Add to that his highly rated television show "Fishing with Roland Martin" on TNN and you've got a true bass fishing legend. Roland lives in Clewiston, Florida. When he's not fishing he enjoys turkey hunting and fishing tackle design.

Shaw Grigsby, Jr.



Another of our professionals with his own successful TV show entitled "One More Cast" which airs on TNN, Shaw boasts career earnings of over $800,000, helped along by six 1st place tournament finishes. He has also qualified for the Classic 8 times. In 1995 he earned money in six of eight events including a 13th place finish in the BASSMASTERS MegaBucks Tournament. Shaw lives with his family in Gainesville, Florida and also enjoys fly-fishing.

Controls


L Button
R Button
Nintendo
+Control Pad
C Buttons
START
B
A
C
START Button
A Button
Z Button
B Button
Control Stick

Fishing/Casting Controls (Default)

A Button	Slow reel
B Button	Fast reel
B Button + A Button	Medium reel
Control Stick ↓	Begin casting sequence
Control Stick Neutral	Complete casting sequence
Z Button	Menu Wheel and increase drag/tension
R Button	Decrease drag/tension
L Button	Cut line
+Control Pad	Troll boat
C ▲ Button	Change camera angle
C ▼ Button	Underwater view/Above water view (toggles)
C ◀ Button	Rotate camera left
C ▶ Button	Rotate camera right
START	Pause the game

Driving the Boat

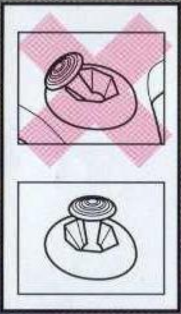
Control Stick ↑	Accelerate
Control Stick ↓	Reverse
Control Stick ←/→	Turn left/right
B Button	Exit to front of boat

The Nintendo® 64 Controller

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo 64 Controller



We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

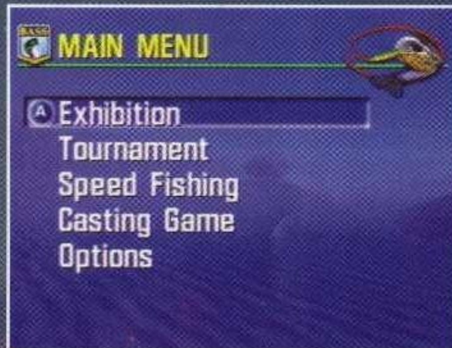
Connecting the Nintendo 64 Controller

BASSMASTERS 2000 is a one player game. Connect a controller to the socket on the far left front of the control deck (as shown at right). This socket is the default player one controller.



Main Menu

Use the Control Pad to highlight a game mode, then press the A Button to confirm.



Exhibition
Change the settings to your liking and catch as much bass as you can in one day.

Tournament
Compete against the best on the BASS Masters Tournament Trail and try to qualify for the BASS Masters Classic.

Speed Fishing
Catch the most fish in three minutes to win. Earn additional time for each fish caught.

Casting Game
Test your casting accuracy by hitting targets on the water. Try to beat the high score!

Options
Change every aspect to completely customize your game.

Options

Use either the +Control Pad or Control Stick to highlight an option, then press ←/→ to change it. Press the B Button at any time to return to the Main Menu.



Difficulty
Alter the game difficulty between Beginner, Amateur, Rookie, Professional

Lure Cam

Toggle between ALWAYS ON, STRIKE ONLY, or NEVER.

Controller Setup
Press the A Button to select between eleven different controller settings, including one specifically for the Mad Catz Rumble Rod.

Music Volume
Adjust the music volume of the game. 10 is the loudest, 0 is the quietest.

Sfx Volume
Adjust the volume of the sound effects.

Commentator Volume
Change the volume of in-game commentary.

Credits
View the game credits.

Save Options
Save your options on a Controller Pak.

Done
Exit to the Main Menu.

GAme Screens



Lake View

Lure Cam
Shows your lure in the water.

Fishfinder
Displays water depth and fish underneath the boat. Can also display water temperature and boat speed, depending on which finder you have.

Windspeed Meter
Displays the current wind speed and direction, which affects your cast.

Location
Displays your location on the lake. Allows you to pick any spot on the lake to fish.

Clock
Displays the current time.



Menu Wheel

While on the lake, press the Z Button to view the in-game Menu Wheel. Use the Control Stick to highlight an option, then press the A Button to select it.

Drive Icon
Allows you to drive the boat around the lake to select a new fishing spot.

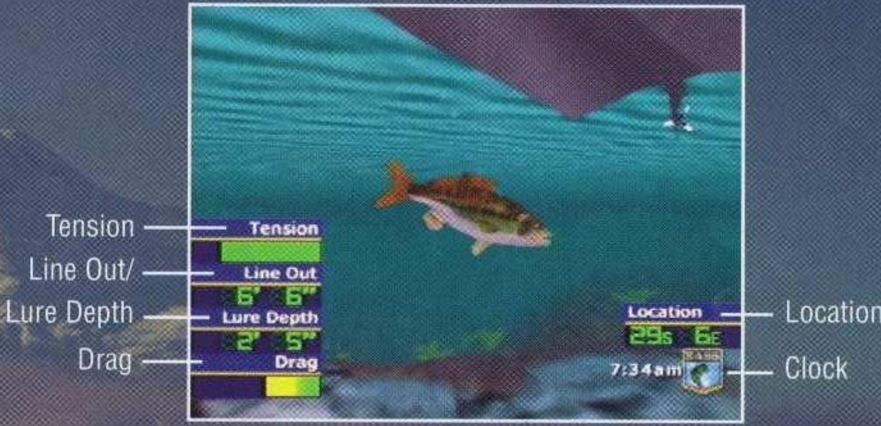
Tackle Icon
Change your rod/reel setup, line type and select different lures.

Live Well
Shows how many bass and the total weight of fish caught that day.

Map
Use the Map to select a new spot that you don't want to drive there.

Tips
Allows you to view tips from nine-time B.A.S.S. Angler of the Year Roland Martin.

Note: There are 25 Roland tips plus 34 tips which aren't from Roland – General Tips. These are very important in playing the game. The user will enjoy and understand fishing more if he reads these tips.



Underwater View

Note that all of the items below exist in the above water view as well if the user toggles the camera up there.

Tension

When you're battling a fish, this meter will become red with a lot of tension. Decrease the tension or the fish will break your line.

Line Out/Lure Depth

This displays how far out your lure is and how deep you are fishing.

Drag

By adjusting your reel's drag, you can change the tension of the line.

- If the Tension meter becomes red, press the R Button to loosen the drag. This will keep your line from breaking.
- When the fish is tired, press the Z Button to tighten the drag, letting you reel the fish in faster.

Location

This shows your location on the lake.

Clock

Displays the current time.

USING THE FISHFINDER



All of the boats in **BASSMASTERS 2000** feature a very useful Humminbird Fishfinder. The Fishfinder will automatically be displayed whenever you are using either the Trolling or Outboard motors. While it is displayed, you will be able to view the depth of the lake and the depth of the fish. Fish are shown with a fish symbol on the Fishfinder screen and an audible bell sound. In 2 player mode, player 1's sounds like a bell while player 2's sounds like a gong. This is important since there isn't a visual fishfinder in 2 player mode. If you see fish displayed on the Fishfinder, stop the boat and use the underwater camera to scan the area around the boat. You might need to back up a little to cast where the fish are. Different fishfinders have different features: Depth, water temp, boat speed or contour view.

CASTING



Select the area that you want to cast to by facing your angler in the desired direction. To cast, simply pull back on the Control Stick. A target icon will appear on the water. The target icon will move away from the boat rapidly. When it's gone as far as you can cast, the target will begin at the boat again. Release the Control Stick to cast.

Once your line has landed in the water, the camera will switch to the underwater lure cam view.

- To reel in, hold the A Button.
- For a medium reel, press the A Button and B Button simultaneously.
- For a fast reel, press the B Button.
- To control your lure's motion, move the Control Stick. When you get a bite, pull back (back-right or back-left is ok too) on the Control Stick to set the hook.
- To cut your line, press the L Button.
- To pop the camera above water, press the C▼ Button.

Try practicing a few times before entering tournament mode.

Create Angler

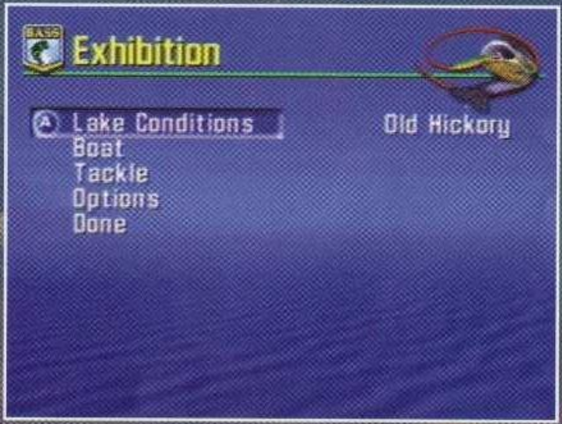


BASSMASTERS 2000 offers a unique Create Angler feature. After selecting a game mode to play, you will be sent to the Create Angler setup screen. To load a saved angler, highlight the Load Angler selection and press the A Button.

If you would like to create a new angler, highlight the corresponding selection that you would like to alter. There are numerous options to customize your angler, including name, gender, hat, hair, face, life vest, pants, and shoes. After you have created the perfect angler, you can save him or her to your Controller Pak by highlighting and selecting the Save Angler option. You may save up to 7 anglers.

Once you have Loaded or Created your angler, highlight DONE and press the A Button. You can save up to 7 anglers on one Controller Pak. In two-player mode, use your created angler to compete against your friends. Use this screen to choose between a 1 player game or a 2 player game. All the tournament, stats, winnings, and equipment will also be saved to the Controller Pak for each angler.

Game Setup Screen



After creating an angler, you will then go to the Game Setup screen. Each of the four modes has its own Game Setup screen:

- In Exhibition Mode, change lakes, lake conditions, customize your boat and set up your rod and reel combinations.
- Tournament mode already has pre-set lakes and Lake Conditions. As you succed in the game, you can win boats and equipment
- Speed Fishing and the Casting Competition allow you to change only your tackle.

GAME MODES

There are four game modes in **BASSMASTERS 2000**: Exhibition, Tournament, Speed Fishing, and Casting Game.



EXHIBITION MODE

Basic Rules

1. Each day starts at 7:00AM and ends at 3:00PM. (This can be changed by the player)
2. Catch limit: 5 bass.
3. Size limit: Minimum 14 inches.

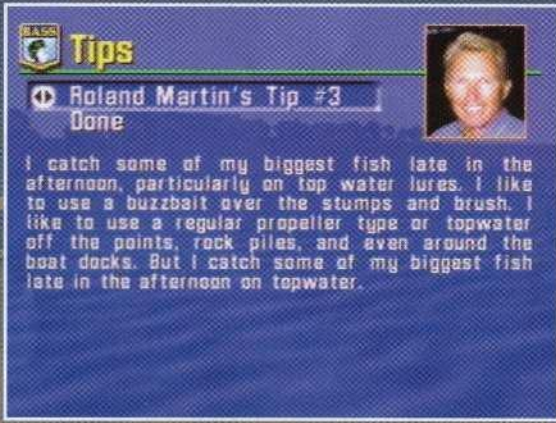
Gameplay

Exhibition mode allows you to compete in a one-day tournament. You can customize the lake conditions, choose available equipment, and use your customized angler.

Press START at any time during gameplay to pause the game. Select END DAY (END DAY will take you to the weigh in screen for a 1 player game or it will take you to the standings screen in a 2 player game.) or QUIT to return to the Main Menu. Select OPTIONS to change your volume settings, controller configuration, or lure cam settings.

When the exhibition day is over, you will be taken to the weigh-in – unless you are in 2 player game mode. Your bass will be put on the scale and your total weight will be displayed. After your weight has been displayed, the leader board will appear. Make sure you practice up before going on the BASS Masters Tournament Trail.





Tournament Mode

Basic Rules

1. Each day starts at 7:00AM and ends at 3:00PM.
2. Catch limit: 5 bass.
3. Size limit: minimum 14 inches.
4. Late penalty: 1 pound for each minute, disqualified after 15 minutes.

Gameplay

Tournament mode allows you to compete on the BASS Masters Tournament Trail. If you place well enough in the tournaments, you can qualify for the BASS Masters Classic – the granddaddy of all fishing tournaments!

Here is how it works: you start out as an amateur with basic equipment. By placing in the top 7 after three pro tournaments, you will be invited to the BASS Masters Classic qualifying tournaments. With each tournament victory, you will be awarded better equipment as prizes. If you place in the top 5 in the qualifying tournaments, you automatically gain a berth in the BASS Masters Classic.

At any time during gameplay, you can press START to call up the in-game Options screen. To save your game, select the Options menu. Scroll down to SAVE OPTIONS and press the A Button. You can save your progress at any time in the tournament except during a game.

When the tournament is over, you will be taken to the weigh-in. The bass that you caught are weighed on the scale and your total weight will be displayed. After the weigh-in, the leader board will appear. If you have done well enough, you will be awarded money and points, as well as new equipment to fish with – better rods, reels, trolling motors, outboard motors, and new boats.



Speed Fishing

Speed Fishing allows you to compete against the clock to see how many fish you can catch in three minutes. You can compete individually or against a friend when you select the 2-player option on the Create Angler screen.

Basic Rules

You will be casting off your choice of one of 3 docks on a lake full of fish. The timer is displayed in the lower right corner. Your goal is to catch as many fish as possible in three minutes. For every fish you catch you will receive a time bonus of 1 second per ounce of that fish's weight. Once time has run out, your game will end.

Tip: Try and catch the fish that are closest to the pier to save time reeling in.



Casting Game

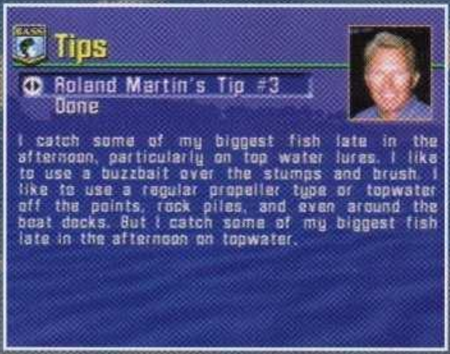
Casting Game gives you the opportunity to test your casting accuracy. After selecting Casting Game, you will be prompted to set up or load your created angler. Here you can choose 1 or 2 player mode. The next screen will allow you to choose the lake, tackle, and game options. You are now ready to begin the Casting Game.

Basic Rules

The object is to cast your lure into a target that is placed on the lake. For each successful target hit, you will score points. You need to score 5,000 points to advance to the next round. Time is extended at 5,000, 10,000 and 15,000. In the second round, each target will disappear, with a new target appearing in a different place. The farther the target, the more points you will score. There are a total of 5 rounds. Speed and accuracy are the key. Good luck!

Pro Tips from Roland Martin

- "A lot of my mid-day patterns involve shade and heavy cover in the form of, say, a boat dock, under lily pads, underneath an old willow tree. Wherever you find shade and cover, I try to skip a jig or worm and fish it slowly in that fairly shallow water, but good cover."



- "I catch some of my biggest fish late in the afternoon, particularly on top water lures. I like to use a buzzbait over the stumps and brush. I like to use a regular propeller type or topwater off the points, rock piles and even around the boat docks, but I catch some of my biggest fish late in the afternoon on topwater."

- "Now, I like to find an overcast day in the summer time, particularly with water temperatures, say 75 degrees. It's a great time to fish spinner baits and top water plugs."

- "One little trick on a rainy day is to get into the back of these creeks and try to find, particularly in a clear lake, try and find some little muddy runoffs. There's always a school of fish concentrated around those little runoffs."

- "When I'm faced with a clear sunny day, I pick up my flippin' stick or a plastic worm and head for some heavy cover, tryin' to just flip and pitch into the shadow of the brush."

Controller Pak® & Rumble Pak®

Controller Pak



BASSMASTERS 2000 64 is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully. **BASSMASTERS 2000 64** supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.

Rumble Pak



BASSMASTERS 2000 64 is compatible with the Rumble Pak accessory. Before using the Rumble Pak, read its instruction booklet carefully. **BASSMASTERS 64** supports "hot" insertion of the Rumble Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Rumble Pak at any other time, please turn the Control Deck OFF before doing so.

Notes



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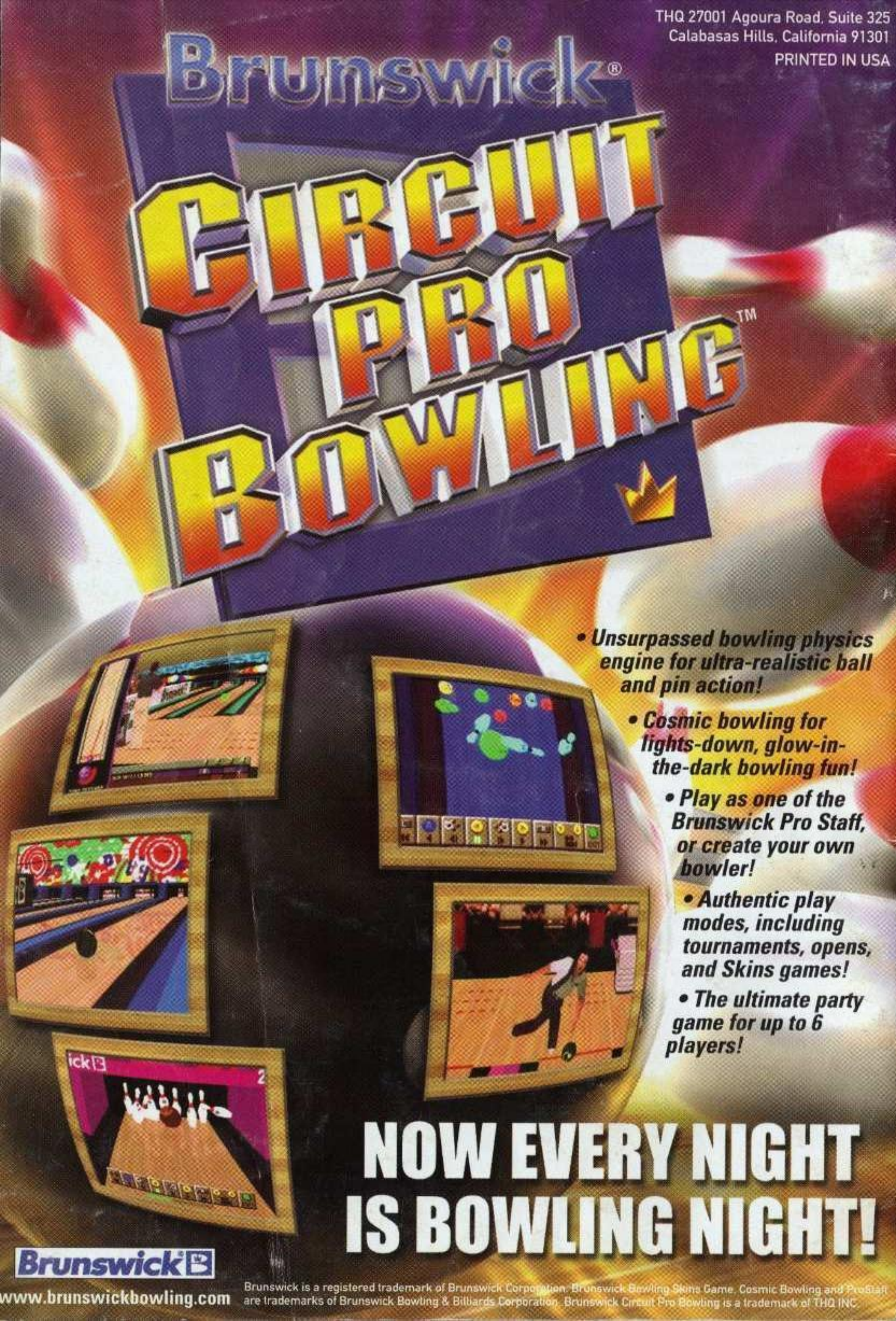
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